ORANGE DRAGONS

Cold and calculating, orange dragons are just as likely to unleash a mighty roar while making for a defiant charge as they are to attack from ambush. Whatever the most advantageous strategy is, and often the one most likely to cause terror in their enemy, is the strategy the orange dragon opts for. Aside from their scales of blazing orange, the trademark feature of the orange dragon is its long, flat set of jaws similar to that of a crocodile. While no complete and agreed upon record of the orange dragon's origin exists, it is widely agreed that they are the result of a rare mating between red and yellow dragons. Possessing both the unbridled ferocity of red dragons, and the patient nature of the yellow dragon, makes for a deadly combination. In no way is the melding of draconic heritage made more clear than in a demonstration of the orange dragon's breath weapon, a line of pure sodium that can both ignite into flame and explode.

Draconic Rivalries. Their choice of climate can sometimes put them at odds with black dragons, who also tend to nest in damp locations such as swamps or mires. When this competition for territory arises, black dragons will almost always avoid fighting the more powerful orange dragons, opting either to leave entirely or begrudgingly accept a subordinate role to the orange dragon. Such alliances, however, are fragile and the black dragon will turn on its superior if it thinks it can win in a fight. Orange dragons also have a natural enemy in bronze dragons, who often compete with them for food and territory along the shorelines. Orange dragons

seldom attempt to fight with their bronze rivals since they are much more evenly matched than their black dragon cousins.

Solitary Creatures. Orange dragons, like many of their kin, prefer to live in solitude. The one exception to this is when they have found a mate and are caring for a nest of eggs. During this time both parents contribute equally to protecting the nest and raising their young. Once the brood of orange dragons mature beyond the wyrmling stage, they are set to their own devices and the parents typically go their separate ways.

Omnivorous Diets. Orange dragons are mostly meat eaters, feeding on rain forest creatures and fish primarily, but enjoying tropical fruits as well. Humanoid creatures are also appreciated from time to time for the sport they provide the dragon, until they are finally caught and devoured that is. If nothing else is available, the dragon will resort to eating giant insects or fungus if it must. While this is not pleasant for the dragon, its natural poison resistance prevents it from becoming ill.

An Orange Dragons Lair.

Orange dragons make their home along the riverbanks and lakeshores of steamy tropical rain forests. The more damp and wet the environment, the better. They favour such locations because the natural moisture can help limit the spread of fire, and it also provides plenty of standing water for them to target with their explosive sodium breath. They make their lairs deep in the thick of the jungle, ideally in caves that are behind waterfalls or only accessible by travelling underwater. If they can find a cave with a stream flowing through it, that is their first choice of nest.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The ground splits open, allowing water to rush in, covering a 30 foot radius centred on a location of the dragon's choosing within 60 feet of it in 2 feet of water. This area is difficult terrain for creatures without a swim speed and any creatures in the area when it fractures must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- The dragon causes stalactites formed from salt-rock to fall from the ceiling of its lair on up to 3 target creatures within 60 feet of it. Each creature takes 27 (6d8) piercing damage, or half as much on a successful DC 15 Dexterity saving throw.
- Steam leaks from a crack within the dragon's lair and fills a 50 foot area the dragon can see within 120 feet of it. This area becomes heavily obscured and all creatures within the area when this lair action is used must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute.

Regional Effects

The region containing a legendary orange dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Water sources within 1 mile of the dragon's lair are supernaturally warm and salty.
- All flora within 6 miles of the dragon's lair grow up to 10 times their original size, especially flowers with bright and brilliant colours. All flowers in this area also give off a sickly sweet aroma.
- Portions of the undergrowth within 6 miles is imbued with a facsimile of sentience. Shambling mounds, blights, malevolent treants, and other plant creatures are much more common.

If the dragon dies, all plant creatures created as a result of its existence become normal plants. All other regional effects fade over the course of 3d10 days.

"We had backed the black dragon into a corner, yet the creature would not relent. Defiantly, it lashed out, refusing to accept the inevitable. We gave it an opportunity to surrender, but it simply bellowed back in draconic; "There are things much more fearsome than your army of knights in this jungle". To this day, I have no inkling as to what the dragon spoke of, but there is part of me that fears we may someday find out."

Ancient Orange Dragon

Gargantuan dragon, neutral evil

Armor Class - 23 (natural armor)
Hit Points - 462 (25d20 + 200)
Speed - 40 ft., fly 90 ft., swim 40 ft.

STR 28 (+9)
DEX 16 (+3)
CON 26 (+8)
INT 16 (+3)
WIS 15 (+2)
CHA 19 (+4)

Saves DEX +10, CON +15, WIS +9, CHA +11
Skills Perception +16, Stealth +10
Damage Immunities fire

Damage Resistances poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages Draconic
Challenge 22 (41,000 XP)

Proficiency Bonus +7

Traits

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +16 to hit, reach 15 ft., one creature.
Hit: 25 (3d10 + 9) piercing damage.

Claw.
Melee Weapon Attack: +16 to hit, reach 10 ft., one creature.
Hit: 22 (3d8 + 9) slashing damage.

Tail.
Melee Weapon Attack: +16 to hit, reach 20 ft., one creature.
Hit: 20 (2d10 + 9) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sodium Breath (Recharge 5-6).
The dragon exhales pure liquid sodium in a 60-foot line that is 5 feet wide. Each unoccupied space in the line that contains any amount of exposed water causes an explosion which deals 38 (7d10) fire damage to all creatures and objects within 15 feet, or half as much on a successful DC 22 Dexterity saving throw. Each creature in that line must succeed on a DC 22 Dexterity saving throw or be coated in foul smelling sodium slime. At the start of the dragon’s next turn the sodium ignites and all creatures covered in sodium take 82 (15d10) fire damage. If a creature covered in sodium comes into contact with water before the sodium ignites, the sodium coating the creature explodes causing all creatures and objects within 15 feet of the victim to take 82 (15d10) fire

damage, or half as much on a DC 22 Dexterity saving throw. The primary victim automatically fails this save. A creature can use an action to douse themselves or an adjacent ally in oil to prevent the sodium slime from exploding for 1d4 hours, however, this will not prevent detonation due to exposure to water or future sodium breath attacks from exploding.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
The dragon makes a tail attack.

Wing Attack (Costs 2 Actions).
The dragon beats its wings. Each creature within 15 feet of the dragon must on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Orange Dragon

Huge dragon, neutral evil

Armor Class - 20 (natural armor)
Hit Points - 212.5 (17d12 + 102)
Speed - 40 ft., fly 90 ft., swim 40 ft.

STR 24 (+7)
DEX 16 (+3)
CON 22 (+6)
INT 14 (+2)
WIS 13 (+1)
CHA 17 (+3)

Saves DEX +8, CON +11, WIS +6, CHA +8
Skills Perception +6, Stealth +8
Damage Immunities fire

Damage Resistances poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Draconic
Challenge 15 (13,000 XP)

Proficiency Bonus +5

Traits

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +12 to hit, reach 10 ft., one creature.
Hit: 23 (3d10 + 7) piercing damage.

Claw.
Melee Weapon Attack: +12 to hit, reach 10 ft., one creature.
Hit: 20 (3d8 + 7) slashing damage.

Tail.
Melee Weapon Attack: +12 to hit, reach 15 ft., one creature.
Hit: 18 (2d10 + 7) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sodium Breath (Recharge 5-6).
The dragon exhales pure liquid sodium in a 60-foot line that is 5 feet wide. Each unoccupied space in the line that contains any amount of exposed water causes an explosion which deals 33 (6d10) fire damage to all creatures and objects within 15 feet, or half as much on a successful DC 18 Dexterity saving throw. Each creature in that line must succeed on a DC 18 Dexterity saving throw or be coated in foul smelling sodium slime. At the start of the dragon’s next turn the sodium ignites and all creatures covered in sodium take 66 (12d10) fire damage. If a creature covered in sodium comes into contact with water before the sodium ignites, the sodium coating the creature explodes causing all creatures and objects within 15 feet of the victim to take 66 (12d10) fire

damage, or half as much on a DC 18 Dexterity saving throw. The primary victim automatically fails this save. A creature can use an action to douse themselves or an adjacent ally in oil to prevent the sodium slime from exploding for 1d4 hours, however, this will not prevent detonation due to exposure to water or future sodium breath attacks from exploding.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
The dragon makes a tail attack.

Wing Attack (Costs 2 Actions).
The dragon beats its wings. Each creature within 15 feet of the dragon must on a DC 20 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Orange Dragon

Large dragon, neutral evil

Armor Class - 19 (natural armor)
Hit Points - 142 (15d10 + 60)
Speed - 40 ft., fly 90 ft., swim 40 ft.

STR 20 (+5)
DEX 16 (+3)
CON 18 (+4)
INT 12 (+1)
WIS 12 (+1)
CHA 15 (+2)

Saves DEX +6, CON +7, WIS +4, CHA +5
Skills Perception +4, Stealth +6
Damage Immunities fire

Damage Resistances poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 8 (3,900 XP)

Proficiency Bonus +3

Actions

Multiattack.
The dragon makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +8 to hit, reach 10 ft., one creature.
Hit: 21 (3d10 + 5) piercing damage.

Claw.
Melee Weapon Attack: +8 to hit, reach 5 ft., one creature.
Hit: 14 (2d8 + 5) slashing damage.

Sodium Breath (Recharge 5-6).
The dragon exhales pure liquid sodium in a 30-foot line that is 5 feet wide. Each unoccupied space in the line that contains any amount of exposed water causes an explosion which deals 27 (5d10) fire damage to all creatures and objects within 15 feet, or half as much on a successful DC 14 Dexterity saving throw. Each creature in that line must succeed on a DC 14 Dexterity saving throw or be coated in foul smelling sodium slime. At the start of the dragon's next turn the sodium ignites and all creatures covered in sodium take 60 (11d10) fire damage. If a creature covered in sodium comes into contact with water before the sodium ignites, the sodium coating the creature explodes causing all creatures and objects within 15 feet of the victim to take 60 (11d10) fire damage, or half as much on a DC 14 Dexterity saving throw. The primary victim automatically fails this save. A creature can use an action to douse themselves or an adjacent ally in oil to prevent the sodium slime from exploding for 1d4 hours, however, this will not prevent detonation due to exposure to water or future sodium breath attacks from exploding.

Orange Dragon Wyrmling

Medium dragon, neutral evil

Armor Class - 18 (natural armor)
Hit Points - 52 (8d8 + 16)
Speed - 30 ft., fly 70 ft., swim 30 ft.

STR 15 (+2)
DEX 16 (+3)
CON 14 (+2)
INT 10 (+0)
WIS 11 (+0)
CHA 13 (+1)

Saves DEX +5, CON +5, WIS +2, CHA +3
Skills Perception +2, Stealth +5
Damage Immunities fire
Damage Resistances poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic
Challenge 3 (700 XP)

Proficiency Bonus +2

Actions

Bite.
Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.
Hit: 14 (2d10 + 3) piercing damage.

Sodium Breath (Recharge 5-6).
The dragon exhales pure liquid sodium in a 15-foot line that is 5 feet wide. Each unoccupied space in the line that contains any amount of exposed water causes an explosion which deals 11 (2d10) fire damage to all creatures and objects within 15 feet, or half as much on a successful DC 12 Dexterity saving throw. Each creature in that line must succeed on a DC 12 Dexterity saving throw or be coated in foul smelling sodium slime. At the start of the dragon's next turn the sodium ignites and all creatures covered in sodium take 27 (5d10) fire damage. If a creature covered in sodium comes into contact with water before the sodium ignites, the sodium coating the creature explodes causing all creatures and objects within 15 feet of the victim to take 27 (5d10) fire damage, or half as much on a DC 12 Dexterity saving throw. The primary victim automatically fails this save. A creature can use an action to douse themselves or an adjacent ally in oil to prevent the sodium slime from exploding for 1d4 hours, however, this will not prevent detonation due to exposure to water or future sodium breath attacks from exploding.